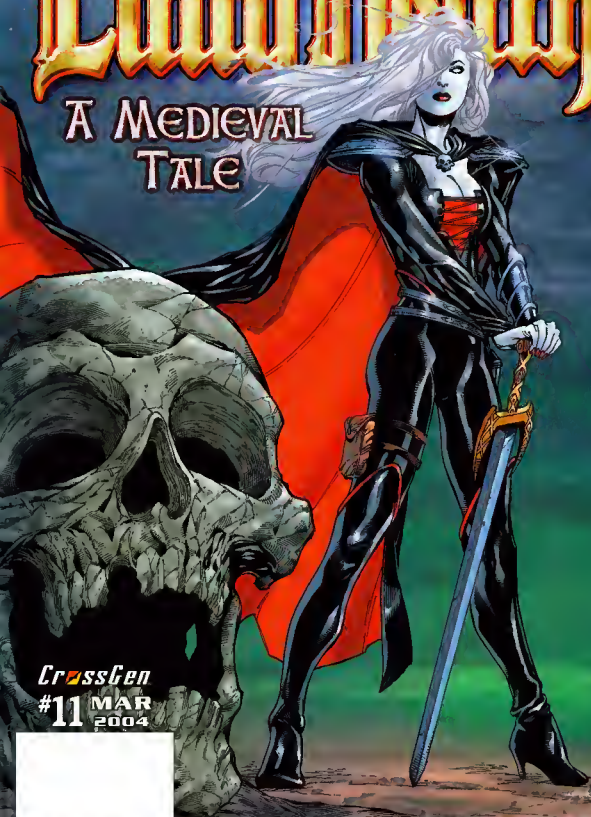


BRIAN PULIDO'S

Lady Death

A MEDIEVAL
TALE



CrossGen

#11 MAR
2004

Brian Pulido Aaron Lopresti Pablo Marcos Justin Thyme



Lady Death



Wolf



Tvarus



Vittorio

THUS FAR In Lady Death

Amidst a harrowing battle between knights and the otherworldly Eldritch, a child is conceived. Blood of both clans, she belongs to neither. Years later, the child, Hope, is murdered...but reborn as Lady Death.

Archbishop Vittorio, new leader of the church in Hope's land, captures a creature from the Eldritch realm which allows him to "see" the Eldritch Borderbridge. While imprisoned, Tvarus — father of Hope — conspires with a Chaos lord.

To free her father, Lady Death and the warrior known as Wolf cross the Borderbridge into the dreaded Borderlands. Once there they evade the flesh merchants and discover the Eldritch kingdom of Aglarond.

Brian Pulido
Writer

Aaron Lopresti
Guest Penciler

Pablo Marcos
with Jennifer Cross
Guest Inkers

Justin Thyme
Guest Colorist

Troy Peteri
Letterer

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FOR
THE LAST
TIME -

--AND THINK
CAREFULLY BEFORE
YOU ANSWER, OR I'LL
RUN YOU THROUGH
AS I DID YOUR
CLANSMEN--

--WHY DID
THE ELORITCH
SEND YOU TO
MY CHURCH?



YOU'RE
EITHER BRAVE
OR STUPID. YOU
ALABASTER
DEVIL.

SPEAK!



ALL
RIGHT
THEN

I GAVE
YOU AN
OPPORTUNITY
TO CONFESS
THIS IS **YOUR**
OWN SIN'S
PRICE



SAY YOUR
PRAYERS OR
DOES YOUR KIND
EVEN HAVE A GOD
TO SPARE YOUR
SOULS FROM
OBLIVION?



WHEN MY
FATHER LEARNS OF
THIS, HELL LAY YOUR
KINGDOM TO WASTE
VERMIN

ARRRRGGGGGH!



YOUR FATHER?

WHO IS YOUR FATHER?



MY FATHER RULES THE ELDRITCH YOU ANIMAL!

HE IS OUR LEADER!



THAT WASN'T TOO HARD NOW, WAS IT, BEASTIE?

LEADER'S SON, EH?

YOU MAY BE MORE VALUABLE TO US ALIVE THAN DEAD.

GIVE THANKS TO GOD FOR THAT



GET SOME SLEEP MEN

NOW THAT GOD HAS PROVIDED US WITH MEANS IN THE MORNING WE MOVE ON THE BRIDGE NO HUMAN EYE CAN SEE!



HOPE!
GET
DOWN THEY'LL
SEE YOU!

I'VE
NEVER SEEN
ANYTHING LIKE IT.
WOLF. THE AIR IS
SO SWEET I CAN
TASTE IT.

DEAR
LORD!
A WAR
PARTY?



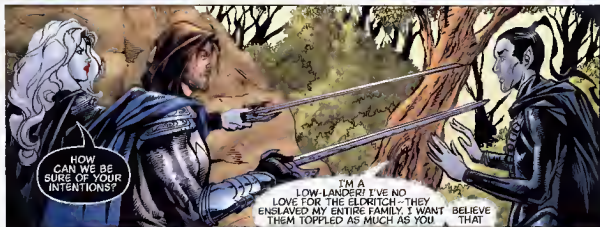




I AM RAXUS.
I OFFERED TO
GUIDE YOU, BUT
YOU REFUSED MY
SERVICES.

AND NOW
YOU ARE LOST,
KNOWING NEITHER
WHERE TO GO NOR
HOW TO GET
THERE.

I KNEW
YOU WOULD
NEED MY
HELP.



HOW
CAN WE BE
SURE OF YOUR
INTENTIONS?

I'M A
LOW-LANDER! I'VE NO
LOVE FOR THE ELDRITCH--THEY
ENSLAVED MY ENTIRE FAMILY, I WANT
THEM TOPPLED AS MUCH AS YOU
BELIEVE
THAT

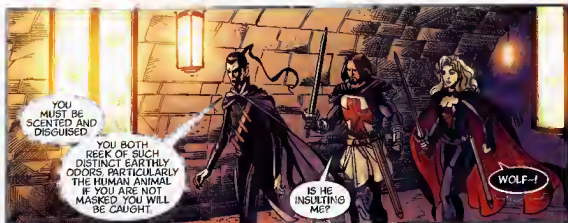


CAN YOU
TAKE US TO
TVARUS?



I CAN.
BUT FIRST,
WE MUST TAKE
PRECAUTIONS...



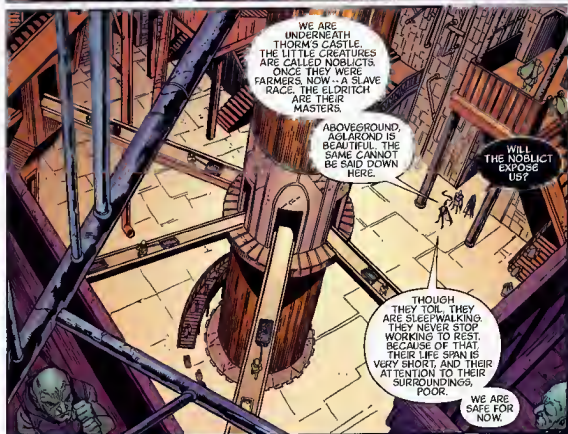


YOU
MUST BE
SCENTED AND
DISGUISED

YOU BOTH
REEK OF SUCH
DISTINCT EARTHLY
ODORS, PARTICULARLY
THE HUMAN ANIMAL
IF YOU ARE NOT
MASKED YOU WILL
BE CAUGHT.

IS HE
INSULTING
ME?

WOLF-!



WE ARE
UNDERNEATH
THORM'S CASTLE.
THE LITTLE CREATURES
ARE CALLED NOBLICTS.
ONCE THEY WERE
FARMERS, NOW -- A SLAVE
RACE, THE ELDRITCH
ARE THEIR
MASTERS.

ABOVEGROUND,
AGLAROND IS
BEAUTIFUL. THE
SAME CANNOT
BE SAID DOWN
HERE.

WILL
THE NOBLICT
EXPOSE
US?

THOUGH
THEY TOIL, THEY
ARE SLEEPWALKING.
THEY NEVER STOP
WORKING TO REST.
BECAUSE OF THAT
THEIR LIFE SPAN IS
VERY SHORT, AND THEIR
ATTENTION TO THEIR
SURROUNDINGS,
POOR.

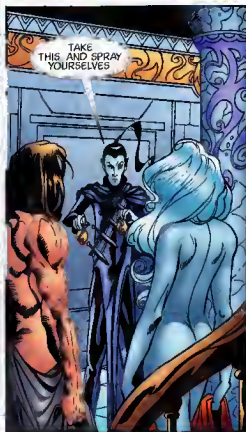
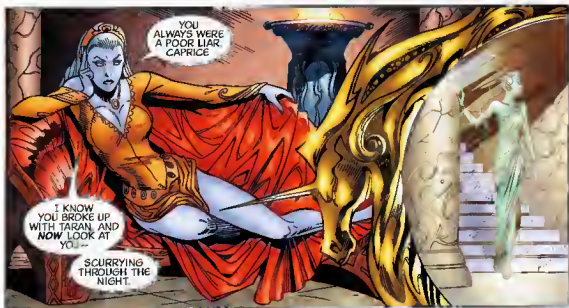
WE ARE
SAFE FOR
NOW.



MAYBE
THIS CAN
HELP YOU
UNDERSTAND
WHY THE LOW
LANDERS HAVE
BANDIED
TOGETHER TO
OVERTHROW
THE ELDRITCH



INDEED





I DON'T APPRECIATE THE DOG COLLAR.

IF WE EXPECT TO FIT IN, WE MUST PLAY ALONG.

BESIDES, I THINK IT SUITS YOU.

!

KIDDING ASIDE, WOLF, THANK YOU. COMING HERE WAS A FOOL'S ERRAND, BUT I COULDN'T LET MY FATHER ROT AWAY IN PRISON.

HOPE I'LL BE BY YOUR SIDE AS LONG AS YOU'LL HAVE ME

...BUT IS THE COLLAR REALLY NECESSARY?

ABSOLUTELY PLEASE ACT IN A SERVILE MANNER

COME! WE MUST STOP TO COLLECT RANDICOTTS BEFORE

RANDICOTTS? WHAT ARE THEY?

BRIBERY

THEN LET'S GO! AS LONG AS MY FATHER ROTTS, THE ELDRITCH WILL CONTINUE TO ATTACK!

WE MUST FREE HIM TO STOP THEM!

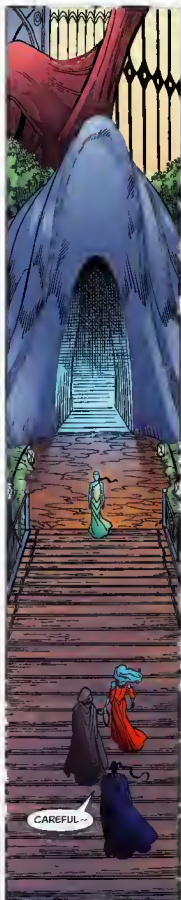
ANY WORD FROM PELAGRIM?

IT WAS A BAD IDEA TO SEND YOUR BROTHER TO THE HUMAN KINGDOMS SARITTAR

ARE YOU QUESTIONING LORD THORMS WISDOM, TARAN?

OF COURSE NOT GENERAL OZA!

THEN KEEP YOUR TRAP SHUT



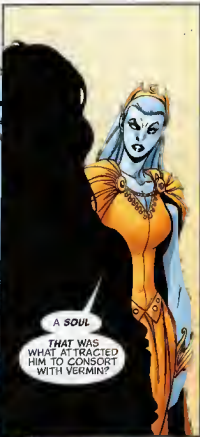














**SUPERSTAR JIM CHEUNG
IS COMING!**



**JOIN THE HUNT
MARCH 2004!**

BRIAN PULIDO'S

Lady Death

THE WILD HUNT

#1

This one time... at band camp... my clothes fell off... and I was like cold, but everyone was staring at me... and it was so cool.



ABADAZAD™

Sometimes, reality is stranger than fiction. In February, one troubled teen is going to learn that dangerous lesson when acclaimed writer J. M. DeMatteis and legendary artist Mike Ploog whisk her away to a wicked world that explores the darker side of all those fantasy tales we remember so fondly from our youth. Newsarama.com recently asked DeMatteis to set the stage...

What Is Abadazad?

Abadazad is a magical land that real lead character — a surly, cynical 14 year-old named Kate — has only known through a series of famous fantasy novels written, a century ago, by a writer named Franklin O. Barrie.

But when Kate suddenly finds herself journeying through the real Abadazad in search of her beloved younger brother,

Matt — who vanished five years earlier — she discovers that the truth of Abadazad is far stranger, and more amazing, than fiction.

So Kate's brother disappeared, but she realizes he may still be alive? Is this along the lines of he may still be alive, but is "somewhere else?"

Kate's brother simply vanished one day at a street fair — but she believes that Matt is dead. When she finally discovers that he's alive, that he is, in actuality, a prisoner in Abadazad (a place she's always assumed was purely fictional), it's a complete shock to her. It would be like finding out that someone you love and thought was dead is in Oz, a prisoner of the Wicked Witch of the West.



What makes Mike Ploog a good fit for this, and your particular vision of the "world" in which part of the story takes place?

Mike totally understands this kind of fantasy world. In fact, I only recently found out that he worked on Disney's *Return To Oz* — a film that both my children totally loved and that, visually, evokes Baum's books to

the letter. He also did a wonderful adaptation of Baum's *The Life and Adventures of Santa Claus*.

From the moment I saw Mike's first designs, it was clear that he was a perfect fit for this. It's some of his best work ever.

What should people expect from Mike and the series overall?

The artwork alone is going to make this an amazing series. As for me, I'm having more fun than I have in years. It's been a while since I've had the freedom to create an entirely new world, to really let my imagination soar on a story that will enchant and entertain kids and their parents... that will be fun and poetic and touching and thought-provoking.



El Cazador™

The Bloody Ballad of Blackjack Tom



**EVEN A PIRATE'S
HEART CAN BE BROKEN!**

MARCH 2004

CrossGen

BRIAN PULIDO'S *Lady Death*

THE WILD HUNT

The arrival of artist Jim Cheung and the beginning of *THE WILD HUNT* has turned everything upside down for everyone's favorite ghoulish gal! Friends are now enemies... enemies are now allies... and those no good Eldritch have invaded Europe! Standing in the midst of the madness is writer Brian Pulido. Recently, Ryan McLelland of *Newsarama.com* sat down with the chaotic creator to get his thoughts on Lady Death, her "new season," and her 10th Anniversary.

Why do you feel it's necessary to begin a "new season" for Lady Death?

It allows us to re-introduce the book to new readers. Our target audience with this take on Lady Death is dark-edged fantasy lovers. This is an intended jumping-on point for new readers. For current readers of the series, it is a way for me to accelerate the story for them and up the ante on the existing conflicts. To me, it's also the sequel to the first "season." I really like the Fox TV show *24*. Each season jumps forward in time. It's cool to see how the characters progress, change or transform. I wanted to apply that formula to Lady Death so I could surprise readers.



If someone has never read an issue of *Lady Death* — in any incarnation — before, what can they expect to see if they pick up *LADY DEATH: THE WILD HUNT* #1?

First and foremost, they'll be able to pick it up and not need a rule book. The story is crafted for new and loyal readers. The story starts with Lady Death and her group as underdogs. Europe is ruled by the Eldritch, an ancient magical race out to extinguish humanity. It is up to Lady

Death and her group to stop them. But Lady Death's father was Eldritch and her mother was human. That makes her look Eldritch. She's hated by the very people she wants to save.

As the ten year anniversary of her existence hits, why do you think *Lady Death* remains popular

after all these years? What is the difference between *Lady Death* now and the character ten years ago?

Originally, Lady Death was shown as a sympathetic villain. Now she is a misunderstood anti-hero. More people can relate to her. Ultimately, I believe the character is an archetype. She strikes a chord with readers. She's a strong woman who takes no crap.

"HATED BY THE VERY PEOPLE SHE WANTS TO SAVE... SHE'S A STRONG WOMAN WHO TAKES NO CRAP."



**BREATHTAKINGLY
BEAUTIFUL WORK BY
ARTIST JIM CHEUNG!**

CHOOSE A SIDE
STAND YOUR GROUND
FIGHT FOR FREEDOM

NEGOTIATION[®] WAR

MARCH 2004

CrossGen

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NEGATION[®] WAR

Look out! After four years of build-up, the world-smashing Negation Empire is finally invading the CGU! Can anything stop their planet-blitzing evil? Matt Brady of Newsarama.com talked with writer Tony Bedard to find out what crazy twists and turns the NEGATION creative team has up their sleeves!



Set things up here just a little for folks who aren't clear on the "sides" of this war. The Negation universe has invaded ours, right?

On the "Good Side" is the CrossGen Universe, which includes all the worlds where different Sigil-Bearers are fighting their own private battles in their own cultures. MERIDIAN, SCION, MYSTIC, etc. all take place in the CrossGen Universe, and all feature main characters marked with the Sigil, possessing various

superpowers. Up until now, there's been a sense that the Sigil-Bearers were created and trained for a larger conflict. Now that conflict is here: the war with the Negation. On the "Bad Side" is the Negation — an empire comprising an entire parallel universe. The Negation are led by the godlike emperor, Charon, and feature such nasty creatures as the twisted Lawbringers.

Who's on the front line to stop them? From the cover of Negation War Part One, it's not looking like they're having much success.

The guy on the pike is new — he's introduced in NEGATION WAR Part One. Among our heroes, the foremost is Samandahl Rey, star of our space saga, SIGIL. Sam is a super-soldier destined to lead the combined Sigil-Bearers against the Negation. Among the army Sam leads will be Ethan of SCION, with his energy-sword, Sephie and Ilahn of MERIDIAN, with their creation/destruction powers, Giselle of MYSTIC with her magic powers, Mordath of SOJOURN with his flame powers, and wily veteran Obregon of NEGATION. Basically, we have a lot of very different heroes (and some villains) from very different worlds who must get past their differences and work together to save the universe.

What specifically is the Negation after in coming to the main CG universe?

Emperor Charon used to be a human from Earth. He carried out an experiment that was

supposed to evolve all humanity to a higher state, but instead it tossed everyone on Earth into the Negation Universe and transformed them into powerful creatures. Now he's come back to undo his greatest mistake and get it right the second time around. Charon wants to "improve" the CrossGen Universe, whether we want it or not, because he feels he knows what's best for everyone. So, in his own mind, Charon thinks he's acting in everyone's best interests... and he'll kill as many people as it takes to make life better for them... beh.

Gimme some hope here — the Negation is planned and unified in invading, right? The CG universe is a collection of worlds, many of which don't know of the other's existence. How can one possibly stand against the other?

Yeah, there's not much hope, is there? The CGU guys are definitely outmatched. But that's what makes things interesting. You gotta love the underdog. If you'd kept up with your NEGATION reading (it's never too late to catch up!) you'd know that Kaine and his band of escapees have beaten

incredible odds in their fight against Charon. Along the way, there's been a multitude of "Holy \$#!+" moments. Expect even more of those jaw-droppers in NEGATION WAR!

What will the response of the CG universe be?

Well, you'd have to pick a place to make a stand, and a place to fall back to if that first stand doesn't work. You'd have to figure out some way to cut off the enemy's head... and some kind of Plan B if that should fail. Basically, the Negation's concentrating on capturing the Milky Way, then spreading out from there. The first line will be Elysia, homeworld of The First. The last line of defense will be the cradle of humanity, Earth. Rest assured there will be much calamity along the way.

I'm assuming that not everyone makes it out of this war alive, right? Any major characters biting it?

It wouldn't be an omelette without cracking a few eggs! Yeah, some folks may bite the dust — as many as the Boss lets me kill! Ha! Readers of NEGATION have watched the cast in that series get whittled down in surprising and often poignant ways. That's what we're serving up in NEGATION WAR... with hot sauce!

